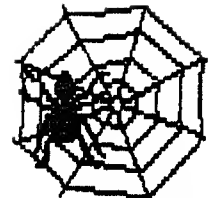


## BORIS THE SPIDER

A Journal of Duplicitous Doings,  
Raw Power, and Naked Greed  
"Oh, what a tangled web we weave  
When first we practice to deceive"  
-- Sir Walter Scott --



VOLUME VIII, #31

(#251)

12 Jul 06

### BACK TO THE ISLANDS!

As I write this both Leon Russell's (who wrote it) and The Captain and Tennille's version of "Back to the Island" are jousting in my head. Leon wins most of the lines, but Tennille wins the finale. Anyway, we start new games of *PUERTO RICO* and *SETTLERS OF CATAN* this time and finally break into Turn 1 of *WIZARD'S QUEST*, all games set on islands.

**IMPORTANT:** Due to WBC (Reference 1), I won't be home on our usual first Friday deadline, so the deadline has been slipped to the following Monday. Since you get three extra days to think about your moves, they better be there on time. After all day on the road, neither Ms Nar nor I (especially Ms Nar) are likely to be in a charitable mood.

### IMMEDIATE GAME OPENINGS:

*CIRCUS MAXIMUS*: Benjlos is available.

### BORIS'S BULLETIN BOARD

**THOUGHT FOR THE MONTH:** "The essence of creativity is seeing the problem in a new way that makes the solution obvious." -- Christopher M. Barlow

**NEW ON THE WEBSITE:** The Gunboat *MACH* and old *PUERTO RICO* transcripts have been moved to the Finished folder and maps deleted. New transcripts and maps for *SETTLERS* and *PUERTO RICO* have been added.

**PICTURE OF THE MONTH:** Nunzio and Emma Cristano. No, that is not Ms Nar in disguise! Ms Nar kisses better.

Robert Skynner (thebagge@yahoo.co.uk), apparently an off-and-on-and-off-and-on member of British Telecom and Post office Board Games Club, has sent me e-copies (.doc) of issues of two British zines, his own *The Tory Bleeder* (#6, Feb 04) and *The Bleeder* (#289, Nov 05, the "..."). From what I can tell, they are akin to a '70s era flame-war zine, except better produced. Game subjects are *DIP* and *RAILWAY RIVALS* as near as I can make out. Contact him or peter.r.williams@bt.com for a sample. I guess the short of it is they're looking for fresh meat, er, new blood, er, new players

Dave Anderson reported from Origins that there's a new Edition of *BRITANNIA* out (he got clobbered at it as Green). I found a couple of websites that talk about it, including one (the designer's, Lewis Pulsipher) that even posted the new rules. See References 2-3.

### BOOS & KUDOS

The Madame Bolduc Press Excellence Award (and a free issue) goes this month to Kevin Wilson for his press in "Wide Open Spaces".

This month's Ms Nar Super-Sudsy Bomb is lobbed at Cary Nichols for a double NMR.

### REFERENCES:

1. <http://www.boardgamers.org>
2. <http://pulsiphergames.com/britannia/index.html>
3. <http://www.fantasyflightgames.com/britannia.html>

**PERSONAL COMMUNICATION HERE (maybe):**

**Deadline for most games is 1800 CDT 7 AUG 06**

## BORIS THE SPIDER

c/o 203 Devon Ct

FWB, FL 32547-3110

<http://hometown.aol.com/prbolduc/boris/borishome.htm>

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## AUSTRIA KAPUT!

Fall 1986

XVIII  
2005F

**CLIFFHOME:** Austria has been consigned to the dustbin of history and France seems to be following closely in her wake, courtesy of Germany and Italy. England, temporarily safe in her island fortress, now has to worry about attacks from the south and east. Russia is in a particularly vulnerable position should the Sultan decide to move north or the Kaiser east.

### TROOP MOVEMENT

French F BEL retreats to ENG. Russian A GAL retreats to WAR.

**AUSTRIA** (Nichols): [A Vie-Bud](r-otb), [A Tri S A Vie-Bud](r-otb);

**ENGLAND** (Anderson): [F Nth-Nrg], F Yor S F Cly-Edi, F Cly-Edi;

**FRANCE** (Boyum): [A Bur-Mar](r-???), [A Par-Bur], F Pic S F Eng-Bel, [F Eng-Bel];

**GERMANY** (Haffey): A Hol S A Bel, [A Bel S A Mun-Bur], A Mar S A Mun-Bur, A Mun-Bur, [F Swe-Nth](imp);

**ITALY** (Copeland): F Ion-Tun, F Lyo-Spa(sc), F Spa(sc)-Por, A Ven-Tri;

**RUSSIA** (R. Fisher): A Mos S A War-Ukr, [F Nwy-Nth], [F Edi H](d), A War-Ukr, [F Nrg S F Edi];

**TURKEY** (Shacklett): A Gal-Vie, [A Ukr-War](r-???), F Alb S ITA A Ven-Tri, A Bud S A Gal-Vie, F Aeg H, A Ser S ITA A Ven-Tri, A Gre H, A Arm-Sev, F Bla S A Arm-Sev.

Austrian Armies TRI & VIE technically have valid retreats, but cannot affect anything before they starve, so I offered them now. French A BUR must retreat otb or to GAS or RUH. Turkish A UKR must retreat otb or to GAL or RUM.

Orders in brackets fail; amb = ambiguous, NBR = no build received, NMR = no move received, NRR = no retreat received, nso = not so ordered, nsu = no such unit, otb = off the board, otm = on the move, r-??? = retreats somewhere.

### SUPPLY CENTERS:

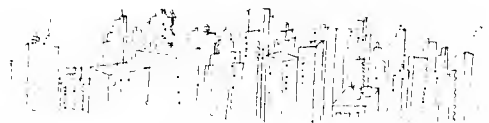
<b>AUS:</b>	-Tri -Vie	(0) OUT
<b>ENG:</b>	Edi Lon Lpl	(3) Even
<b>FRA:</b>	Bre -Mar Par -Por -Spa -Bel	(2) Tear 2 *
<b>GER:</b>	Ber Kie Mun Den Hol +Bel +Mar +Swe	(8) Build 3
<b>ITA:</b>	Nap Rom Ven Tun +Por +Spa +Tri	(7) Build 3
<b>RUS:</b>	Mos StP War -Swe Nwy	(4) Even
<b>TUR:</b>	Ank Con Smy Bul Sev Rum Gre Bud Ser +Vie	(10) Build 1 **

\* If French A BUR r-otb, then tear 1.

\*\* If Turkish A UKR r-otb, then build 2.

Due next are orders for retreats, build/tears, and for Spring 1906 and Press. Ms Nar loves Press. See website for transcript and current map.

No Press: Shame, shame!



"No, I could never live in the city. I commute every day."



## COLONIAL DIPLOMACY

"Wide Open Spaces"

Brits Live!

1988

2003I  
ea07

**MIRKWOOD:** Britain continues her slow slide into obscurity while four powers remain in double digit supply. The Dutch are closest to the magic number of 16 and have the feckless French trapped between them and the rapacious Chinese. The Japanese are unlikely to grow further without aid from the Russians or Chinese. Meanwhile, the Turks have quietly consolidated the West; with two orphan centers in her back pocket, a push northward into Russia or eastward through India could do the trick.

### TROOP MOVEMENT.

**BRITAIN** (Nichols): [A Mys-Bom], A Nag S A Mys-Bom;

**CHINA** (Paulson): [A Chu-Can], A Nan S A Chu-Can, A Ass-Yun, A Ben S A U-Bur, A Kam H, A Kag-Sik, A U-Bur S A Can-May, [A Can-May], A Pek-Mac, A Sha S A Pek-Mac;

**FRANCE** (G. Wilson): A May S F SCS-Can, A Ran S A May, F SCS-Can, F Ton S F SCS-Can, F For S HOL F Sulu.S-SCS, A Cam-N.Slam;

**HOLLAND** (Anderson): A Mal H, F Cebu S F MP, F WIO H, F LS S F Sul.S-SCS, F Cey S F WIO, F Sul.S-SCS, F GoM-BoB, F MP S FRE F For, F EIO-AS, F JS-Sun.S, F Mad S BRI A Mys, F SIO S F WIO;

**JAPAN** (K. Wilson): [F SoJ-YS], A P.Art S A Mac, F UP S F ECS-For, [A Via-Irk], [F HK-SCS], [F YS-ECS], A Seo-Fus, [A Mac S CHI A Pek-Mon](nso, r-???), [F ECS-For], A Kyo H, F Kyo S YS-ECS;

**RUSSIA** (Copeland): A Arm-Baku, A Del H, A Tas H, [A Irk S CHI A Pek-Mac], A Mon S CHI A Pek-Mac, A Kra S A Mon, [A Omsk-Akm](nsu);

**TURKEY** (Boyum): A Raj S F Bom, A Kar-Pun, F Som S F GoA, F GoA S F Ara.S, [F Bom S BRI A Mys](otm), F Oman S F Ara.S, F Ara.S S F Bom, F PG-Kar.

Orders in brackets fail; d= destroyed, imp = impossible, NBR = no build received, NMR = no move received, nso = not so ordered, otb = off the board, otm = on the move, r-??? = must retreat somewhere, u = unordered.

French F SCS must retreat otb or to ANN or GoS. Japanese A MAC must retreat otb or to SEO.

### Supply Center Chart:

<b>BRI:</b>	-Del Sud	(1) Tear 1
<b>CHI:</b>	Pek Sha Sik Ass Kam Kag Chu U-Bur Ben -May +Can +Mac	(11) Build 1
<b>FRA:</b>	Ann Coc Ton Ban Ran For -Can +May	(7) Build 1 *
<b>HOL:</b>	Bor Java Sum New Sar Dav Sin Ceb Mal Mna Cey Mad	(12) Even
<b>JAP:</b>	Kyo Kyo Ota Tok Fus Sak Seo Via HK -Mac P.Art	(10) Tear 1 **
<b>RUS:</b>	Mos Ode Aden Tas Omsk Mon +Del	(7) Build 1
<b>TUR:</b>	Ang Bag Con Per Rum Tab Shi Egy Kar Bom	(10) Build 2

\* If French F SCS retreats otb, build 2.

\*\* If Japanese A MAC retreats otb, then even.

Due next time are retreats, builds/tears, and orders for 1902. And press; Ms Nar craves press. See website for transcript and current map.

### EMBASSY BEAT

Japan to all: What happens when you throw a coronation party and no one comes? You get an Emperor who doesn't know his friends from his enemies and might strike out in the wrong direction. Should I be paranoid and interpret the fact no one wrote me that all are against me? Or was it just the new guy "wait-and-see" if he writes me or not? Regardless, my inbox wasn't exactly jammed with emails from everyone. Drop me a line before I begin to take it personally.



## Gunboat MACHIAVELLI Two Speak!

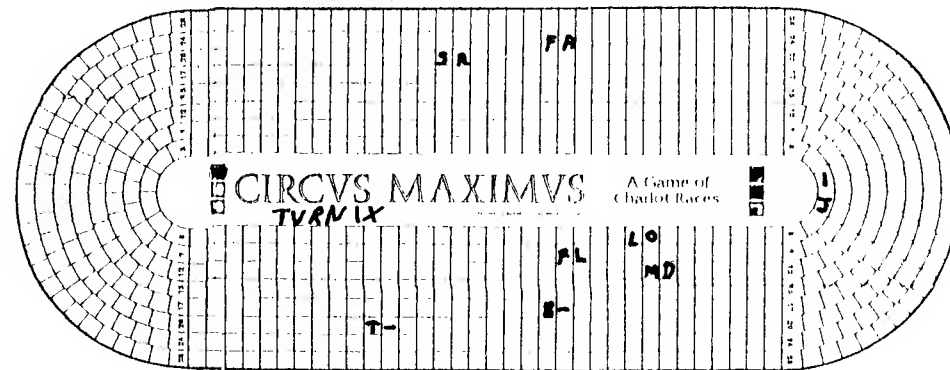
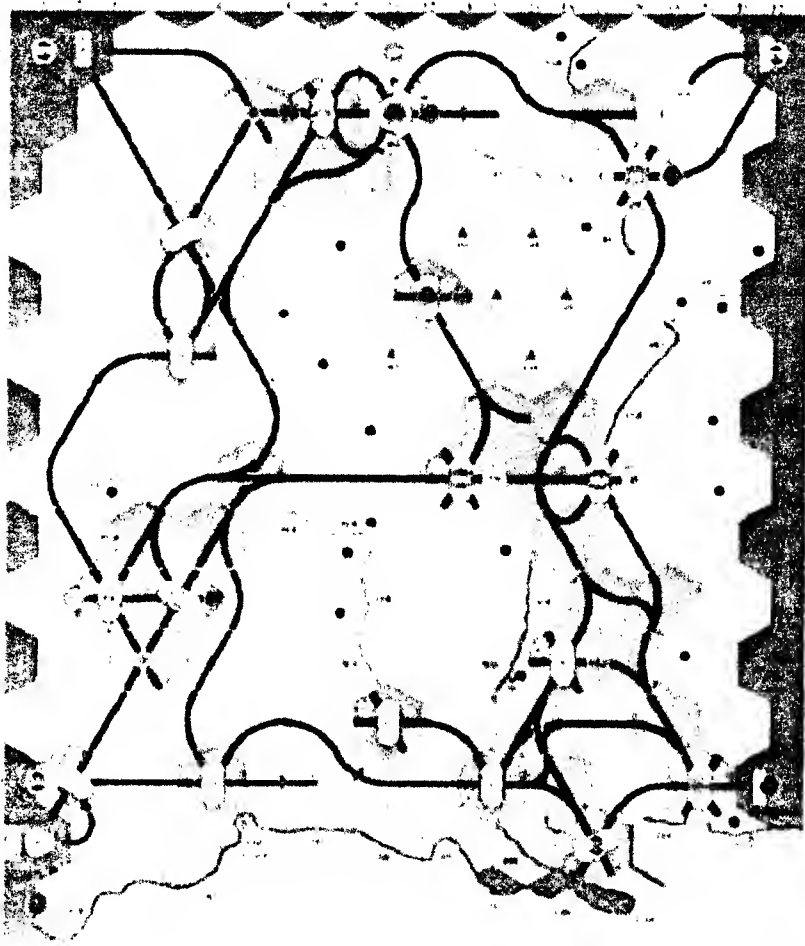
2004A  
pw1Q

Mike Scott: Milan / Austria

I attempted at the start of the game to have my Austria over take my Milan areas, only it didn't work. Sort of thought it would make me a stronger power. Venice made a good play that elim'd Milan, and after that I really didn't do justice in the rest of my moves. Thanks for GMing Paul, and congratulations to the winner.

Cary Nichols: Florence / France

Congrats, Dave! France came on for me at the end, mainly because my board placement didn't concern Venice/Turkey.



## BENJIOS POSSESSED!

TURNIX

Odds	COLOR	DRIVER (CDM/DH)	CART	Whip	Wheels	TEAM	END	Speed	D/E
3-1	White	Trickster (+2/9)	L	Y	0/0	1332	35	11	1/1
5-1	Aqua	Mellito Domi Adsum (+2/8)	M	Y	0/0	3431	28	13	1/1
7-1	Green	Benjios (0/6)	H	Y	0/0	6433	51	14	1/1
7-1	Red	Fastus Maximus (+2/10)	L	Y	0/0	7536	13	23	2/1
9-1	Yellow	Josephis (+2/9)	L	Y	0/0	6335	25	19	1/1
9-1	Blue	Sprinticus Rex (+2/8)	L	Y	0/0	7536	10	23	2/1
22-1	Purple	Luke Outtus (1/7)	M	Y	0/0	5435	36	18	1/1
39-1	Orange	Flippus Maximus (+2/10)	H	Y	0/0	5324	24	16	1/1

**Luke Outtus:** 18, whip (5, -5 END). Ahead 11, in 2, ahead 8.

**Mellito Domi Adsum:** 13, no whip. Ahead 9, out 2, ahead 2.

**Flippus Max:** 16, whip (1, -1 END). Ahead 13, in 2.

**Fastus Max:** 23, no whip. Ahead 9, whip SR (3+2 vs 6+2, SR brakes -2 END), ahead 13.

**Sprinticus Rex:** Speed 20, no whip. Ahead 20.

**Trickster:** 11, no whip. Ahead 11.

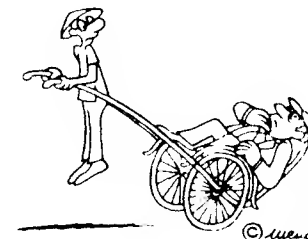
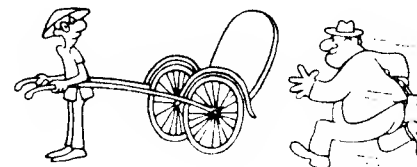
**Benjios:** 14, whip (6, -6 END). Ahead 10, attack Trickster cart-cart (6 vs 6+2, T brakes -2 END), in 2, ahead 5.

**Josephis:** 11, no whip, ahead 1, in 1, ahead 5, cornerstrain at 3-over (10-2 = n/e, -3 END) Ahead 3.

Odds	COLOR	DRIVER (CDM/DH)	CART	Whip	Wheels	TEAM	END	Speed	D/E
3-1	White	Trickster (+2/9)	L	Y	0/0	1332	33	11	1/1
5-1	Aqua	Mellito Domi Adsum (+2/8)	M	Y	0/0	3431	28	13	1/1
7-1	Green	Benjios (0/6)	H	Y	0/0	6433	45	14	1/1
7-1	Red	Fastus Maximus (+2/10)	L	Y	0/0	7536	13	23	2/1
9-1	Yellow	Josephis (+2/9)	L	Y	0/0	6335	22	19	2/1
9-1	Blue	Sprinticus Rex (+2/8)	L	Y	0/0	7536	08	23	2/1
22-1	Purple	Luke Outtus (1/7)	M	Y	0/0	5435	31	18	1/1
39-1	Orange	Flippus Maximus (+2/10)	H	Y	0/0	5324	23	16	1/1

The Endurance totals have been checked and corrected for Josephis, Luke, and Flippus. This month's orders for Benjios were provided by Zleske.

Game transcript and map are on the website.





## MAHARAJA

Turn 14



### THE CAST:

Rudy Zodda: Green  
Paul Barrett: Yellow

Dave Anderson: Purple  
Wayne Morrison: Blue

### BOARD:

**Pandys (1.5):** 1A @ Golconda.  
**Marathas (2):** 3A, Roa @ Andhra; 2A @ Maharashtra, Mysore; 1A @ Kerala.  
**Cholas (x):** 1A @ Malabar, Arms.  
**Sinhalese (0.5):** 2A @ Sinhala; 1A @ Karnatak, Lanka.  
**Sikhs:** 1A @ Kashmir.  
**Rajputs (0.5):** 1A @ Agra, Bhutan, Nepal, Orissa.  
**Muslims (2.5):** 2A @ Bidar, Gondwana; 1A @ Berar.  
**Mughals (0):** 3A @ Malwa; 2A, Alamgir @ Bengal; 1A, Arms @ Lahore; 1A @ Baluchistan, Bihar, Bundelkhand, Delhi, Gandhara, Jaunpur, Magadha, Oudh, Punjab, Rajputana, Sind. Nizan @ ???  
**Portuguese:** 1A, F @ Gujarat; 1A @ Khandesh; 1F @ Sind.  
**Dutch:** 1A @ Indian O; F @ Karnatak.  
**French:** 2A @ BoB, Indian O; F @ Andhra; Dupleix @ ???  
**British:** 4A @ Indian O; 2A @ Arabian, Bijapur, BoB; F @ Bijapur, Malabar  
*Allied:* Cholas (P), Rajputs (A).

*Score:* Purple 72, Yellow 58, Blue 53, Green 48.

### TURN 14:

**Sinhalese (0.5):** Grow 2.5 pp. Add 1A @ Lanka. Hold.

**Sikhs:** Grow 1 pp. Hold.

**Rajputs (0.5):** Grow 3 pp. Add 1A @ Agra. 2A Agra-Delhi, 1A Nepal-Agra-Delhi (6,6,3,3 -1 Mughal), 1A Bhutan-Assam.

Rajputs to Mughals- it is hard to get a nice turkey and rye bread sandwich so I am heading back to the source for it-Delhi!!

**Muslims (2.5):** Grow 1.5 pp. Add 1A @ ...

### BOARD:

**Pandys (1.5):** 1A @ Golconda.  
**Marathas (2):** 3A, Roa @ Andhra; 2A @ Maharashtra, Mysore; 1A @ Kerala.  
**Cholas (x):** 1A @ Malabar, Arms.  
**Sinhalese (0):** 2A @ Lanka, Sinhala; 1A @ Karnatak.  
**Sikhs (1):** 1A @ Kashmir.  
**Rajputs (0.5):** 3A @ Delhi; 1A @ Assam, Orissa.  
**Muslims (2.5):** 2A @ Bidar, Gondwana; 1A @ Berar.  
**Mughals (0):** 3A @ Malwa; 2A, Alamgir @ Bengal; 1A, Arms @ Lahore; 1A @ Baluchistan, Bihar, Bundelkhand, Delhi, Gandhara, Jaunpur, Magadha, Oudh, Punjab, Rajputana, Sind. Nizan @ ???  
**Portuguese:** 1A, F @ Gujarat; 1A @ Khandesh; 1F @ Sind.  
**Dutch:** 1A @ Indian O; F @ Karnatak.  
**French:** 2A @ BoB, Indian O; F @ Andhra; Dupleix @ ???  
**British:** 4A @ Indian O; 2A @ Arabian, Bijapur, BoB; F @ Bijapur, Malabar  
*Allied:* Cholas (P), Rajputs (A).

*Score:* Purple 72, Yellow 58, Blue 54, Green 48.

**LEGEND:** A = Army, F = factory, L = leader, P = population marker, pp = population points, r-??? = retreats-???, w-??? = withdraws-???

Game transcript and map are posted on the website.



## BRITANNIA

"Frisian"

Turns XII-XIII



**The Cast:** Nations in Italics are extinct, in parentheses are not yet in play.

**A (Hanna):** *Romans, R-Bs, Norsemen*, (Norwegians)

**B (Anderson):** Welsh, *Jutes*, (Normans)

**C (Butitta):** Brigantes, Caledonians, Danes

**D (Boyum):** Picts, *Irish*, Angles

**E (Frueh):** *Belgae, Scots*, Saxons, Dubliners

### Turn XII (concluded)

**Danes:** 2nd Wave: 1A March-Hwicce-S Mercia, 2A Suffolk-S Mercia (3,2,1,6,1; 4,3,5,2 -2 Danes, 1 Dane r-Suffolk), 2A Cheshire-Cumbria (3,3,2,2; 5,3,5,2; 6:2 -2 Norwegians, -1 Dane), 1A Cheshire-N Mercia, 2A, L Lothian-Bernicia-York-N Mercia (4+1,3+1,1,5,4; 6+1,2,5 -2 each), 2A Norfolk-Suffolk-Essex (4,2,4,3; 5,1,6,3; 4:1; 3:6 -2 Danes, -1 Saxon). Danes score 19.5 CVP.  
\* GM invokes House Rule 5.

**Saxons (0.5):** Egbert dies. Grow 7 pp. Add 1A @ S Mercia & Avalon. Place Alfred @ S Mercia. 1A Avalon-Hwicce, 1A Lindsey-Norfolk, 3A & Alfred S Mercia-N Mercia, 1A Downlands-S Mercia (6+1,3,3,6+1 -1 Saxon, -1 Dane & Leader), 1A Downlands-Suffolk, 1A Essex-Suffolk (3,2,6 -1 Saxon, Saxon r-Essex), 1A Kent-Essex. Score 3 EVP for killing Bros.

**Angles (1.5):** Grow 1 pp. Hold.

**SCORE:** C(62.5), E(59), A(50.5), D(47), B(34)

### Turn XIII

#### Board:

**Welsh (B, 2):** 4A @ Gwynedd; 1A @ Clwyd, Cornwall, Devon, Gwent, Powys.

**Brigantes (C, 1):** 2A @ Galloway, Strathclyde; 1A @ Dalriada.

**Picts (D, 0.5):** 2A @ Alban, Mar, Moray, Skye.

**Caledonians (C, 1.5):** 2A @ Caithness.

**Norsemen (A):** 3A @ Hebrides; 1A @ Orkneys; 1R @ Irish.

**Dubliners (E):** 5A @ Irish.

**Danes (C):** 2A @ North; 1A @ Cumbria, Suffolk, York.

**Saxons (E, 1.5):** Alfred, 2A @ N Mercia; 2A @ Essex; 1A @ Avalon, Downlands, Lindsey, S Mercia, Sussex, Wessex. Edgar @ ???

**Angles (D, 2.5):** 2A @ Dunedin, Pennines.

Saxons are King. Score 4 EVP and place a free A @ N Mercia.

**Welsh (2.5):** Grow 3.5 pp. Add 1A Powys. 2A Powys-Dyfed, 3A Gwynedd to Powys.

**Brigantes (0):** Grow 2 pp. Add 1A @ Strathclyde. Hold.

**Picts (0.5):** Grow 2 pp. ....

**SCORE:** C(63), E(62.5), A(50.5), D(47), B(34)

#### Board:

**Welsh (B, 2):** 3A @ Powys; 2A @ Dyfed; 1A @ Clwyd, Cornwall, Devon, Gwent, Gwynedd, .

**Brigantes (C, 0):** 3A @ Strathclyde; 2A @ Galloway; 1A @ Dalriada.

**Picts (D, 2.5):** 2A @ Alban, Mar, Moray, Skye.

**Caledonians (C, 2):** 2A @ Caithness.

**Norsemen (A):** 3A @ Hebrides; 1A @ Orkneys; 1R @ Irish.

**Dubliners (E):** 5A @ Irish.

**Danes (C):** 2A @ North; 1A @ Cumbria, Suffolk, York.

**Saxons (E, 1.5):** Alfred, 3A @ N Mercia; 2A @ Essex; 1A @ Avalon, Downlands, Lindsey, S Mercia, Sussex, Wessex. Edgar @ ???

**Angles (D, 2.5):** 2A @ Dunedin, Pennines.



# BLACKBEARD

Turns 93-98a



## THE CAST:

1. (Barrett) Portugues, Sloop
3. (Bargender) Taylor, Sloop

2. (Zodda) Davis, Sloop
4. (Martin) Rackham, Schooner.

## STATUS:

#	Captain	Ship	Hex	Spd	Cbt	Not	Cun	Unr	NW	H1	H2	Hostage	Attk
1	Portugues	Sloop	D19	+3	4	35	(2/3)	1	212	30	40	--	FSN
2	Davis	Sloop	H17	+3	4	14	5	4	674	--	--	--	NP
4	Rackham	Senr	E17i	-2	5	0	2	7	0	--	--	--	--
4	Rhett	KC	O16	5	13								
3	Taylor	Sloop	P18a	+3	6	0	3	3	0	45	--	--	--
4	Ogle	KC	Box1	3	7sc								
2	Maynard	KC	Box1	4	14								
3	Herdman	KC	Box1	3	15								

## The Board:

Guvs: Pro: 35, 46, 53, 31

Merchants: 21, 61, 61, 45, O15, O15(B5), 23, 52, 16, 36, 54

Warships: H15 (S 9-4), 66

Out-of-Play Pirates: Teach (#3)

Anti: 24, 54, 64

Destroyed Port: 14, 32

Letter of Marque: PF

Turn	Player	Action	Draw
93	1	BP moves 2+3 D19 to Havanna (G19) and anchors Random Event (reshuffle), Ogle worsens, place a Guv dr <sup>16</sup> = 23, draw = Anti	13 45
94	2	HD attacks F4: 4+3+7-4 < 8 = dr <sup>12</sup> = no\, 1 dmg, unr, HD OK (4)	31
95	2	HD moves 2+3 H17 to J16a New merchant @ 15	*D 65
96	4	Move warship H15-G19, blockading Havana	54
97	3	Move JR 1-2 E17i to D17i JT moves 6+3 P18a-P11. Search = no.	44
		Draw 2 merchants at 21.	32, *C
98	4	New warship blockades BP JR moves 6-2 D17i to C17ia Move/Draw warship	66 53 *B

## STATUS:

#	Captain	Ship	Hex	Spd	Cbt	Not	Cun	Unr	NW	H1	H2	Hostage	Attk
1	Portugues	Sloop	G19a	+3	4	35	(2/3)	1	212	30	40	--	FSN
2	Davis	Sloop	J16a	+3	3	14	5	3	674	--	--	--	NP
4	Rackham	Senr	D17i	-2	5	0	2	7	0	--	--	--	--
4	Rhett	KC	O16	5	13								
3	Taylor	Sloop	P11	+3	6	0	3	3	0	45	--	--	--
4	Ogle	KC	Box1	3	7sc								
2	Maynard	KC	Box1	4	14								
3	Herdman	KC	Box1	3	15								

## The Board:

Guvs: Pro: 35, 46, 53, 31 Britain continues her slow slide into obscurity while four powers remain in double digit supply. The Dutch are closest to the magic number of 16 and have the feckless French trapped between them and the rapacious Chinese. The Japanese are unlikely to grow further without aid from the Russians or Chinese. Meanwhile, the Turks have quietly consolidated the West; with two orphan centers in her back pocket, a push northward into Russia or eastward through India could do the trick.

Anti: 23, 24, 54, 64

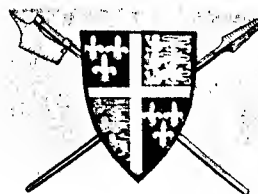
Merchants: 21, 61, 61, 45, O15, O15(B5), 23, 52, 16, 36, 54, 15, 21, 21

Warships: G19

Out-of-Play Pirates: Teach (#3)

Destroyed Port: 14, 32

Letter of Marque: PF



# KINGMAKER

"King of Pain"

Turns 16-17

KOP

## The Cast:

**THE MAD HUNGARIANS** (Dowrey): Fitzalan (30), Warden of the Northern Marches (1150), Stanley (50), Event cards (1), Crown Cards (7).

**THE CALIFORNIA CONNECTION** (Scott): Pole (30), Chancellor of England (50), Scrope (110), Earl of Wiltshire (30), Chancellor of Cornwall (1150), Swansea (20), Leicester (20), Holland (20), Duke of York (30), Scots Archers (20), Courtenay (30), Admiral of England (50), Event cards (5), Crown Cards (8).

**KNIGHTS OF THE PRIVY POT** (Deb Anderson): Mowbray (50), Treasurer of England (50) *Le Swan*, Lancaster (20), Hastings (110), 2 Flemish Crossbowmen (20), Bishop of Carlisle (30), Burgundian Crossbowmen (30), Cromwell (110), Earl of Kent (30), Constable of London (250), Percy (100), Lieutenant of Ireland (250), Archbishop of York (30), Bishop of Durham (30), Burgundian Crossbowmen (30), Carisbrooke, Northampton (20), Calais. Event cards (2), Crown Cards (5).

**THE STAFFORDSHIRE QUARTERSTAFFS** (Shacklett): Stafford (30), Chamberlain of Chester (250), Nottingham (20), Neville (50) Scots Archers (20), Company of Saxons (20), Audley (110), Roos (110), Herbert (110), Talbot (30), Event cards (2), Crown Cards (3).

**WESTERN FRONT** (Martin): Howard (110), Duke of Exeter (20), Archbishop of Canterbury, Bristol (30), Coventry (20), Clifford (110), Earl of Worcester (30), Captain of Calais (350), Bishop of Lincoln, Gray (20), Berkeley (110), Newcastle (20), Event cards (3), Crown Cards (3).

**TURN 16 (cont):** Percy controls Calais. Parliament is not called. *Le Christopher* to port at Weymouth, *Le Lucas* at Rochester.

## MOVEMENT:

SG: Hold at Lk.

MH: *Le Lucas* and Fitzalan hold at Rochester, *Le Christopher* S9-S3-S2-S1-S14, Stanley Ck-De-Ea-Ff-Gk.

TCC: Duke of York abandon's Artie, Hereford-IJ-Jf-Shewsbury-Newcastle-Mh. Pole, Scrope, Holland, & Courtney @ Shewsbury join DoY as he passes. *Le Margaret* Maldon-S19-S15-S12-Continent. Pole & Holland take joint control of Richard of York.

WF: Clifford and Howard stay on Continent. *Le Michael* appears at Boston Berkeley and Grey embark *Le Michael* Boston-S26-S27-S22-S15-S25.

KPP: Percy & Hastings Preston-Oa-Pd-Pc-Cockermouth. Hastings give two Flemish Crossbowmen cards to Percy. Mowbray & Cromwell at Beaumaris. *Le Swan* Milford Haven to Beaumaris.

## PRESS:

KPP to TCC- You should thank me for besieging Calais. Otherwise your faction would be no more..

## COMBAT: None.

**CROWN CARDS:** KPP receives only card. SG will receive the next.

## TURN 17

### EVENT CARDS:

MH: #79, Plague at Lincoln & Newark, n/a.

TCC: #75, Plague at Carlisle, n/a.

KPP: #99, French Treachery, n/a.

SG: #127, Treachery, loses two Crown cards (\_\_\_\_\_ & \_\_\_\_\_) to discards.

WF: #54, Revolt in Wales: Mowbray\* to Denbigh, Fitzalan to Chirk, Chancellor of Lancaster (vacant) to Conway, Chancellor of Chester (Stafford\*) to Rhuddlan. \*Others in stack may accompany.

**NOBLES:** Audley, Herbert, Neville, Roos, Talbot @ Lk\*; Berkeley, Grey @ on *Le Michael*; Clifford, & Howard @ Continent; Hastings & Percy @ Cockermouth, Courtenay, Duke of York, Holland, Pole, Scrope @ Mh; Cromwell in Beaumaris\*; Fitzalan in Chirk; Mowbray in Denbigh; Stafford @ Rhuddlan; Stanley @ Gk.

**SHIPS:** *Le Christopher* @ S14, *Le Margarete* @ Continent, *Le Swan* @ Beaumaris, *Le Lucas* @ Rochester, *Le Michael* at S15.

**HEIRS:** Reds: King Henry at Cockermouth w/ Percy, Margaret & Edward of Wales in Denbigh w/ Mowbray; Artie @ Hereford. Whites: Richard of York in Mh w/ Holland & Pole, Edward of March @ Carisbrooke, George in Rhuddlan w/ Stafford; Richard of Gloucester & Edmund of Rutland (R.P.)



# MEMORY IS FICKLE OR 8a-SR 9

MiF

## PLAYER STATUS: (\*Prez) (#) = certs (max 16)

Frueh: S 77, 6\* B&M, 6\* C&O, 1 B&O, 1 NYC, 2 NYNH&H, 1 Erie (14+1)  
Hanna: S278, 6\* NYNH&H, 6\* Erie, 3 NYC, 1 C&O, 1 B&M, 1 CP, 1 B&O, 1 PRR (12+6)  
Bailey: S 24, 6\* NYC, 6\* CP, 1 NYNH&H, 1 PRR, 1 B&M (12+1) <PRIORITY>  
Zieske: S 3, 5\* B&O, 6\* PRR, 1 C&O, 1 B&M, 1 NYNH&H, 1 CP, 1 Erie (8+6)

## CORPORATE STATUS:

Corp	Pres	Price	Par	IO	Pool	Cash	Train	Tokens
NYC	CB	C140	--	0	0	566	3	E19, H16, F16, 1
B&O	PZ	D90	100	3	0	251	34	I15, H10, 1
CP	CB	B90	100	1	1	326	3	A19, 3
C&O	MF	F80	--	0	2	24	34	F6, 2
NYNH&H	CH	F75	--	0	0	188	45	G19N, F22
B&M	MF	G70	--	0	1	0	45	E21, F22
PRR	PZ	J400	82	2	0	69	35	H12, H18W, H10, 1
Erie	CH	G360	82	3	0	171	--	E11N, 2

## OR 8a:

**NYC:** Lay #45(ne) in F18. Run H16-G17-G19N (\$130). Pay dividends (CB +\$78, CH +\$39, MF +\$13). Stock to C155.  
**B&O:** Lay #61(sw) in I15. Run G19N-G17-H16-I15 (\$190) & H18-H16-I15 (\$140). Pay dividends (PZ +\$165, MF & CH +\$33). Stock to D100.  
**CP:** Lay #63 in F16. Play token in F16 (-\$40). Run F16-G18-G19S (\$130). Withhold. Stock to B82.  
**C&O:** Lay #4(ne) in F10. Run F2-F4-F6 (\$120) & F6-G7-F10-E11 (\$100). Pay dividends (MF +\$132, C&O +\$44, CH & PZ +\$22). Price to E90.  
**NYNH&H:** Lay tile #65 in H18(w). Run G19N-F20-F22-F24-E23 (\$180) & G19N-G17-H16-I15 (\$190). Withhold. Stock to F71.  
**B&M:** Lay #61(ne) in E23. Run E23-F22-F20-G19-F16 (\$220) & E23-F24-F22 (\$100). Pay dividends! (MF +\$192, CH, CB, PZ & BM +\$32). Price to F75.  
**PRR:** Lay #57(e) in H4. Run G19N-G17-H16-H18-G19S (\$260) & H10-H16-I15 (\$130). Pay dividends (PZ +\$234, CH & CB +\$39). Price to J50y.  
**Erie:** Lay #59(se) in D10 (-\$80). No train, no run. Price to G27b. Buy 5-train from NYNH&H for \$73.

## OR 8b:

**NYC:** Lay #63(sw) in E19. Run I15-H16-H18(n) (\$150). Withhold. Price to C140. Buy 6 train. 3 trains scrapped; diesels available.  
**B&O:** Lay #41(e) in I17. Run H18-H16-I15-H10 (\$180). Withhold. Price to D90. Buy 5 train from Penn for \$430.  
**C&O:** Lay #14(se) in F4. Run train F2-F4-F6-G7 (\$140). Pay divs (MF +\$84, C&O +\$28, CH +\$14, PZ +\$14). Price to E100. (C&O: \$68+28 = \$96)  
**CP:** Lay #8(ne) in D18. No train, no run. Price to B76. Buy 6-train for \$630. Sell 1 B&M (+\$75). Prez contributes \$234. B&M now G70.  
**NYNH&H:** No tile lay, Run G19-G17-H16-I15 (\$190). Retain earnings; share price to F67. Trade in 4-train and \$800 for diesel. 4-trains scrapped.  
**B&M:** No tile lay, run E23-F22-F20-G19n-F16 (\$220). Retain earnings; share price to G69.  
**PRR:** Lay #9(ne) in G11. No train, no run. Price to J400. Buy Diesel -\$499, PZ sells 1 C&O and 1 B&M (B&M to H68), contributes \$601.  
**Erie:** Play #67 in D10(w). Run E11-D10 (\$100). Pay dividends (CH +\$60, MF & PZ +\$10). Price to G360

## OR 8c:

**NYC:** Lay #28(ne) in D18. Run H17-G19(s)-G18-F16-G19(n)-F21 (\$270). Pay divs (CB +\$162, CH +\$81, MF +\$27). Price to C155.  
**C&O:** Lay tile #8(nw) in F12. No train, no run - stock falls to E90. Buy 5-train from B&M for \$95.  
**B&O:** Lay #14(se) in J14. Run H18-H16-I15-J14-K13 (\$230). Pay dividends (PZ +\$115, MF & CH +\$23). Price to D100.  
**CP:** Lay #39(ne) in D18. Run H17-G19(s)-G18-F16-G19(n)-F21 (\$270). Pay divs (CB +\$162, CH, PZ & CP +\$27). Price to B82.  
**B&M:** Lay #9(nw) in G15 (-\$120). No train or run - stock falls to H67. Buy Diesel for \$1100 - \$227 treasury + \$591 MF (sell 1 NYC, B&O) and C&O +\$155+100+\$90; NYC drops to D130, B&O to E90

& C&O to F80.

**NYNH&H:** Lay #9(nw) in F14. Run I15-H16-G17-G19-F20-F22-F24-E23 (\$300). Pay dividends (CH +\$180, MF +\$60, CB & PZ +\$30). Price to F71.  
**PRR:** Lay #25(nw) in F12. Run F16-G17-G19-H16-H12-H10-E11-F10-G7-F6 (\$360). Pay dividends (PZ +\$216, CH & CB +\$36), price to J50y.  
**Erie:** Play #9(se) in E13. Run D10-E11-H16-G17-G19 (\$230). Pay divs (CH +\$138, MF & PZ +\$23). Price to G450.

## SR 9:

Bailey & Zieske buy 1 B&M (-\$67).  
Frueh buys NYC (-\$130); NYC sold out  
Hanna buys PRR (-\$82).  
Bailey buys B&M (-\$67); B&M sold out  
Zieske buys pool CP (-\$82).  
Frueh passes. Hanna buys PRR (-\$82); PRR sold out  
Bailey buys pool B&O (-\$90).  
Zieske buys B&O (-\$100).  
Frueh passes. Hanna buys CP (-\$100); CP sold out.  
Bailey buys B&O (-\$100).  
Zieske buys C&O (-\$80).  
Frueh passes. Hanna buys B&O (-\$100); B&O sold out.  
Bailey & Zieske buy C&O (-\$80).  
Frueh passes. Hanna buys 1 C&O (-\$80). C&O sold out.  
Bailey, Zieske, and Frueh pass. Hanna buys 1 Erie (-\$82).  
Bailey, Zieske, and Frueh pass. Hanna buys 1 Erie (-\$82). Erie sold out.  
All pass. All stock markers moved up one space. Bailey has the priority

## PLAYER STATUS: (\*Prez) (#) = certs (max 16)

Frueh: S16, 6\* B&M, 5\* C&O, 2 NYNH&H, 1 Erie, 1 NYC (12+1)  
Hanna: S348, 6\* NYNH&H, 8\* Erie, 3 NYC, 2 C&O, 1 B&M, 2 CP, 2 B&O, 3 PRR (15+10)  
Bailey: S10, 6\* NYC, 6\* CP, 1 NYNH&H, 1 PRR 2 B&O, 2 B&M, 1 C&O (16+1) <PRIORITY>  
Zieske: S130, 6\* B&O, 6\* PRR, 1 NYNH&H, 2 CP, 1 Erie, 1 C&O, 1 B&M (11+6)

## CORPORATE STATUS:

Corp	Pres	Price	Pool	Cash	Train	Tokens
NYC	CB	C155	0	86 6		E19, H16, F16, 1
B&O	PZ	D100	0	1	5	I15, H10, 1
C&O	MF	E90	0	1	5	F6, 2
CP	CB	A90	0	27	6	A19, F16, 2
NYNH&H	CH	E76	0	21	D	G19N, F22
B&M	MF	G67	0	0	D	E21, F22
PRR	PZ	I60y0	0	D		H12, H18W, H10, 1
Erie	CH	F50y	0	18 5		E11N, 2

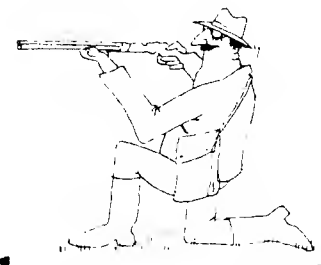
Bank has \$11,363.

## AVAILABLE TRAINS: DDD

## AVAILABLE TILES:

**Yellow:** #2(1), #3(2), #4(1), #7(2), #8(4), #9(1), #55(1), #57(3), #58(1)  
**Green:** #14(0), #15(1), #16(1), #18(1), #19(1), #20(1), #23(2), #24(3), #25(0), #26(1), #27(1), #28(1), #29(1), #59(2)  
**Brown:** #40(1), #41(1), #42(2), #43(2), #44(1), #45(1), #46(2), #47(1), #66(1), #68(1), #70(1)

Transcript and current map are on the website. *8 on p 17.*



# 1870

## "ARTEMIS GORDON" OR 7b-SR8



### PLAYER STATUS:

\*Indicates Presidency (certs)  
Bailey: 8505, 8\* SLSF, 2 IC, 2 GMO, 1 MP, 1 SP, 1 KATY, 1 ATSF (14+1) <Priority>  
Hanna: 81144, 7\* IC, 6\* MP, 1 KATY, 1 SSW, 1 GM&O, 2 FW, 2 AT&SF, 1 TP, 2 SP (16+5)  
Martin: 8826, 7\* GM&O, 6\* SP, 1 KATY, 2 SSW, 1 MP, 1 TP (15+1)  
Zieske: 8726, 6\* KATY, 6\* AT&SF, 1 IC, 1 FW, 1 SSW, 1 MP, 2 TP (15+1)  
Frueh: 8728, 6\* SSW, 6\* FW, 6\* TP, 1 MP, 1 SP, 1 KATY, 1 AT&SF (18+1)

### CORPORATE STATUS:

Corp	Prez	Price	Par	IO	Pool	Hld Cash	Det Train	Tokens
KATY	PZ	A300	180	0	0	0 312	Y -6	B11,B9,E12,N1*
SLSF	CB	B275	100	0	0	2 72	Y -8	E12,B11,J5,M22*
IC	CH	B250	68	0	0	0 1	Y -5	K16,C18,A22*
FW	MF	D120	100	0	0	1 1	Y -5	J3,H13,A2*
TP	MF	C100	90	0	0	0 951	Y -8	J5,1,N17*
GM&O	BM	D82	68	0	0	0 590	Y -5	M20,K16,C18*
SP	BM	D72	72	0	0	0 490	Y -6	N1,2,N17*
ATSF	PZ	C64y	82	0	0	0 844	Y -5	B9,J3,1,N1*
SSW	MF	E64y	82	0	0	0 19	Y -6	H17,J3*,H13
MP	CH	E55y	76	0	0	0 677	Y -8	C18,B11,1,J5*

### OR 7b

**KATY:** Lay #3(w) in A10 (-\$40) and #4(e) in M8. Run N1\*-M2-M6-B9-B11-C18 (\$310). Pay dividends (PZ +\$186, CB, CH, BM, & MF +\$31). Stock to A325.  
**SLSF:** Lay #28(se) in L15. Run N1-M2-M6-B11-E12-H17-M20-M22\* (\$380). Pay dividends (CB +\$304, Frisco +\$76). Stock to B300.  
**IC:** Lay #172 in C18. Run A22\*-C18-K16-M20-M22 (\$310). Pay divs (CH+217, CB+62, PZ+31). Price to B275. Buy 8-train from MP for \$1.  
**FW:** Lay #15(e) in F5. Run A1\*-D5-F5-J3-J5 (\$260). Pay divs (MF +\$156, CH +\$52, PZ & FW +\$26). Price to D140. Buy 6-train from the SSW for \$26.  
**TP:** Lay #142(sw) in K4. Run N17\*-M14-M10-M6-M2-K4-J5-B11 (\$320). Pay divs (MF +\$192, PZ +\$64, CH & BM +\$32). Price to C120. Buy 10-train from bank for \$950. **PHASE CHANGE.**  
**GM&O:** Lay #42(nw) in M16. Run M22-M20-N17-K16-C18\* (\$280). Pay divs (BM +\$196, CH +\$56, CB +\$28). Price to D90. Buy 6-train from SP for \$589.  
**SP:** Lay #24(se) in L19. Play token in H17 (-\$40). No train, no run. Price to D68. Buy 10-train from bank (-\$950).  
**AT&SF:** Lay #147(nw) in B7. Run N1\*-M2-M4-B9-B11 (\$260). Withhold. Price to C60y. Buy 12-train from bank (-\$1100). **PHASE CHANGE:** 5-trains are obsolete.  
**SSW:** Lay #23(se) in E6. No train, no run. Price to E55y. Buy 8-train from TP for \$44.  
**MP:** Lay #25(nw) in J17. No train, no run. Price to E50g. Buy 12-train from bank with \$422 contribution from CH.

### OR 7c

**KATY:** Lay #145(se) in K4. Run C18-B11-B9-M6-M4-N1\* (\$320). Pay divs (PZ +\$192, CB, CH, BM, & MF +\$32). Price to A350.  
**SLSF:** Lay #8(w) in L13 (-\$80) and lay #6(e) in L11 (-\$60). Run M22\*-M20-N17-M14-M10-M6-B11-C18 (\$380). Pay divs (CB +\$304, Frisco +\$76). Price to B325.  
**IC:** Lay #43(sw) in L15. Run A22\*-B19-C18-K16-M14-N17-M20-M22 (\$420). Pay dividends (CH +\$294, CB +\$84, PZ +\$42). Price to B300.  
**FW:** Lay #47(e) in H7. Run A2\*-D5-F5-J3-K4-J5 (\$280). Payout divs (MF +\$168, CH +\$56, PZ & FWD +\$28). Stock to C160.  
**TP:** Lay #8(se) in I4 and #8(sw) in H5 (-\$40). Run N17\*-M14-M10-M6-M2-K4-J5-D5-F5-J3 (\$380). Pay dividends! (MF +\$228, PZ +\$76, CH & BM +\$28), price increases to C140.  
**GM&O:** Lay #14(e) in L11. Run M22-M20-N17-M14-K16-C18\* (\$330). Pay dividends (BM +\$231, CH +\$66, CB +\$33). Stock price to D100.  
**SP:** Lay #9(e) in L17. Run J5-K4-M2-M6-M10-M14-N17-M20-H17-C18 (\$340). Pay Dividend (BM +\$204, CH +\$68, CB & MF +\$34). Price to D72.  
**AT&SF:** Lay #47(sw) in E6. Run B11-B9-F5-J3-K4-M2-M6-M10-M14-N17-M20-M22 (\$440). Pay dividends (PZ +\$264, CH +\$88, CB & MF +\$44). Price to C64y.  
**SSW:** Lay #24(ne) in I4. Run J3-K4-M2-M6-H13-H17-M20-N17 (\$350). Pay divs (MF +\$210, BM +\$70, CH & PZ +\$35). Price to E60y.

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**MP:** Lay #29(sw) in J19. Run J3-F5-B11-C18-M20-N17-M14-M10-M6-M2-K4-J5\* (\$510). Pay dividends (CH +\$306, BM,PZ,MF,CB +\$51). Price to E55y.

### SR8

All pass. KATY zigs to B350, all others rise one row. Bailey retains the (worthless) priority.

### PLAYER STATUS:

\*Indicates Presidency (certs)  
Bailey: 81575, 8\* SLSF, 2 IC, 2 GM&O, 1 MP, 1 SP, 1 KATY, 1 AT&SF (13+2) <Priority>  
Hanna: 82036, 7\* IC, 6\* MP, 1 KATY, 1 SSW, 1 GM&O, 2 FW, 2 AT&SF, 1 TP, 2 SP (13+8)  
Martin: 81723, 7\* GMO, 6\* SP, 1 KATY, 2 SSW, 1 MP, 1 TP (13+3)  
Zieske: 81725, 6\* KATY, 6\* AT&SF, 1 IC, 1 FW, 1 SSW, 1 MP, 2 TP (9+7)  
Frueh: 81876, 6\* SSW, 6\* TP, 1 MP, 1 SP, 1 KATY, 1 AT&SF (12+7)

### CORPORATE STATUS:

Corp	Prez	Price	Par	IO	Pool	Hld Cash	Det Train	Tokens
KATY	PZ	B350	180	0	0	0 272	Y -6	B11,B9,E12,N1*
SLSF	CB	A350	100	0	0	2 84	Y -8	E12,B11,J5,M22*
IC	CH	A325	68	0	0	0 0	Y -8	K16,C18,A22*
FW	MF	B180	100	0	0	1 29	Y -6	J3,H13,A2*
TP	MF	B160	90	0	0	0 5	Y -10	J5,1,N17*
GM&O	BM	C110	68	0	0	0 1	Y -6	M20,K16,C18*
SP	BM	C76	72	0	0	0 89	Y -10	N1,H17,1,N17*
ATSF	PZ	B68	82	0	0	0 4	Y -12	B9,J3,1,N1*
SSW	MF	D64y	82	0	0	0 1	Y -8	H17,J3*,H13
MP	CH	D60y	76	0	0	0 0	Y -12	C18,B11,1,J5*

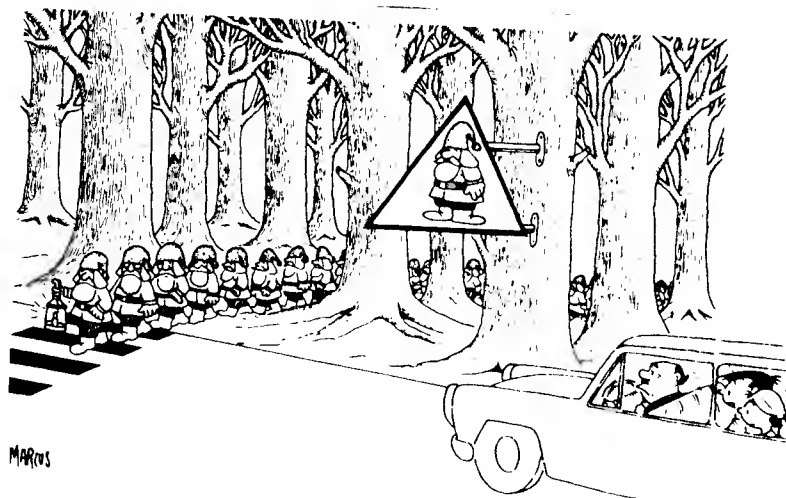
Bank has \$2,580

Available Trains: 12, ...

### Available Tiles:

**Yellow:** 1(1), 2(1), 3(2), 4(4), 5(2), 6(2), 7(8), 8(2), 9(3), 55(1), 56(1), 57(5), 58(3), 69(1)  
**Green:** 14(0), 15(0), 16(2), 17(2), 18(2), 19(1), 20(2), 23(2), 24(1), 25(0), 26(2), 27(1), 28(1), 29(1), 141(2), 142(2), 143(1), 144(1)  
**Brown:** 39(1), 40(2), 41(3), 42(2), 43(1), 44(1), 45(1), 46(2), 70(2), 145(1), 146(2), 147(1), 170(1)

Transcript and current map are on the website. 8p4



Maple De Wet, BANC

13



# WIZARD'S QUEST

Set Up (Concluded)-Turn 1

# 01

## The Cast: (and table order)

Yellow: Alan Baigender  
Blue: Debbie Anderson  
Green: Bill Lenoir

Purple: Greg Crowe  
Red: Ron Fisher

## KINGDOM CREATION:

... Purple in Sheep Meade, Blue in Blood Rock, and Red must place in Bentwood.

## HIDING TREASURES:

Yellow hides a Green treasure in Castle #6; Purple hides a Yellow treasure in Castle #4; Blue hides a Purple treasure in Castle #2; Red hides a Blue treasure in Castle #1; Green hides a Red treasure in Castle #3. Yellow hides a Green treasure in Fingel; Purple hides a Yellow treasure in Dragonhead; Blue hides a Purple treasure in Earthen Pass; Red hides a Blue treasure in Lair of the Lizard; Green hides a Red treasure in Dewbury; Yellow hides a Green treasure in Flintshire; Purple hides a Yellow treasure in Brecknock; Blue hides a Purple treasure in Red Dune; Red hides a Blue treasure in Fernham; Green hides a Red treasure in S Hemp.

## REINFORCEMENT PLACEMENT:

Yellow places 3 and Sorcerer in Melting Sands, 1 in Britton, Oxleaf, Castle 2, Marls Gate, and in Maplevale. Purple places 2 in Radner Fen and in Kilgarren, 1 in Windfor, and 3 and Hero in Castle 5. Blue places 2 and Sorcerer in Castle 6, Hero and 2 in Gaudy Green, 1 in Dragonhead and Blood Rock. Red places 1 and Sorcerer in Castle 8, 1 and Hero in Fernham, and 3 in Sunken Dale. Green places 5 Men in Castle 7, 3 Men and Hero in Moss Glenn.

## TURN 1

**ORCS:** Orcs multiply in Regions 3,2,5,6,6, so 1 orc is placed in Portston Moor, Orc Hill, Fingel, and Castleton and two orcs are placed in Haven. Flintshire, Castle 3 and Castle 4. There are 4 frenzies. Haven (4X) vs Kilgarren (3P): 6:3 orcs miss, P kills 3 orcs. Frenzy over. Flintshire (4X) vs Kilgarren (3P): 4:5, orcs kill 3P, P misses. One orc occupies Kilgarren. Flintshire (3x) vs Windfor (2P): 5:6, both miss -1 orc; 6:4, both miss -1 orc; frenzy over. Castle 3 (4X) vs Sheep Meade (1P): 4:1, both kill 1, 1 orc advances. Castle 3 (2X) vs Blood Rock (2B): 5:1, B kills 1 orc; frenzy over. Castle 4 (4X) vs Sunken Dale (4R): 4:4, R kills 4 orcs, loses 4. Frenzy over. Orcs claim the vacant Castle 4 and Sunken Dale.

**DRAGON:** Attacks Dread Moor (4,2) and eats 2 orcs; attacks Fingel (5,2) and eats 3 orcs; attacks Windfor (6,5) and eats 2P.

**WIZARD:** Appears at Sheep Meade (2,3) and prospers the orcs (+3X).

**PLAYERS:** Turn order is G > Y > P > B > R

Green gets 4 men and doesn't petition the Wizard. He places all 4 in Moss Glenn and attacks Haven (5:6) -1 orc, advance 7 & Hero.

## BOARD:

**I:** 1(1G,BT), 2(2X,RT), 3(2X) 4(4Y,S), 5(2Y), 6(1G,PT).

**II:** 1(1G), 2(3X), 3(4X,W), 4(3B,H), 5(2Y), 6(3X).

**III:** 1(1G), 2(2Y), 3(2Y), 4(3X), 5(3X), 6(1B,RT).

**IV:** 1(1B), 2(), 3(2B,YT), 4(3P), 5(2X), 6(2R,BT,H).

**V:** 1(1P), 2(CT), 3(1X), 4(1R), 5(3X), 6(1R,PT).

**VI:** 1(2B), 2(7G,H), 3(1X), 4(1X,GT), 5(D), 6(1R,YT).

**Castles:** 1(3X,BT), 2(2Y,PT), 3(1X,RT), 4(1X,YT), 5(4P,H), 6(3B,GT,S), 7(6G), 8(3R,S)

**Legend:** Roman numeral = Region, #() = territory, B = Blue, D = Dragon, G = Green, H = Hero, P = Purple, R = Red, S = Sorcerer, T = Treasure, W = Wizard, X = orcs, Y = Yellow

Game transcript and current map are on the website.



# JUNTA

Coup Attempt!  
Year 8



## THE CAST: (and Table order)

Rick Copeland (Martini)  
Chuck Hanna (Shades)  
Wayne Morrison (Mustache)

Dave Anderson (Hat)  
John Butitta (Stickpin)

## YEAR 8

**STATUS:** There is no Coup excuse. The Bank is not safe.

**Shades:** **El Presidente** (1v), Labor Union (5v), Rigged Voting (5v), Monarchists (3v), 3C, 1\$

**Stickpin:** 1st Brgd CO, Minister, (2v), University Faculty (3v), 5C, 1\$

**Mustache:** Admiral (1v), 3C, 2\$.

**Martini:** Air Force CO, 2nd Brgd CO (2v); The Church (10v), 5C, 2\$

**Hat:** 3rd Brgd CO (1v), Conservatives (8v), Radicals (3v), Christian Democrats (5v), Students (3v), 2C, 3\$

**D. Locations:** Mustache and Shades are at the Bank. Hat is at work. Martini is at home. Stickpin is at his Mistress'.

**E. Assassinations:** Minister's Assassin is idle, but Stickpin plays "Professional Assassin" (-2 MP) against Mustache at the Bank and makes the hit; \_\_ MP to Stickpin. Mustache loses all cards, surrenders cash in hand to Stickpin.

**F. Banking:** Shades makes a deposit.

**G. Coup Attempt:** Shades can't. Stickpin, Mustache, and Martini decline. Hat declares himself to be 1st Rebel and mobilizes 3rd Brigade and moves to N Suburb. Shades can't join in. Stickpin stays loyal. Mustache has nothing to use. Martini mobilizes 2nd Brigade and moves to Westwood Suburb.

**ROUND 1:** **El Presidente** commands the Presidential Guards to move to University City. Stickpin moves 1st Brgd to S River Suburb. **El Presidente's** brother-in-law Ricardo lands the Marine in the S River Suburb. Martini ... Hat moves 3rd Brgd to N Middle Class Neighborhood.

**COMBAT:** Gunboat vs 2nd Brigade (...). 1st Brgd on Marine?

## YEAR 8

**STATUS:** There is a Coup. The Bank is not safe.

**Hat:** 1st Rebel, 3rd Brgd CO (1v), Conservatives (8v), Radicals (3v), Christian Democrats (5v), Students (3v), 2C, 3\$

**Shades:** **El Presidente** (1v), **Admiral** (1v), Labor Union (5v), Rigged Voting (5v), Monarchists (3v), 3C, 1\$

**Stickpin:** 1st Brgd CO, Minister, (2v), University Faculty (3v), 4C, 1\$

**Mustache:** **Deceased.**

**Martini:** Air Force CO, 2nd Brgd CO (2v); The Church (10v), 5C, 2\$

**Due next:** Rest of Initial Coup Phase, etc.

You have \_\_ MP in hand and \_\_ MP in the Bank.

## Coup:

**Shades (El Presidente):** 4A @ University City, Gunboat @ River, Marines @ S River Suburb

**Stickpin (Loyal):** 6A @ S River Suburb, 1 Cop in each Precinct

**Martini (Rebel):** 6A @ Westwood Suburb, Paratroopers @ Base, 3 Airstrikes

**Hat (1st Rebel):** 6A @ N Middle Class Neighborhood



# SoC

## Settlers of Catan

Back to the Island!

Turn 1



### The Cast

Andy York (Red)  
Mike Scott (Purple)

Rick Copeland (Blue)  
Deb Anderson (Gold)

### Set up:

Y: Build settlement at c2/d2/d3 and road at c2/d3.

C: Build settlement at d5/e4/e5 and road at d5/e5.

S: Build settlement at c4/c5/d5 and road at c5/d5.

A: Build settlement at b2/c2/c3 and road at b2/c2.

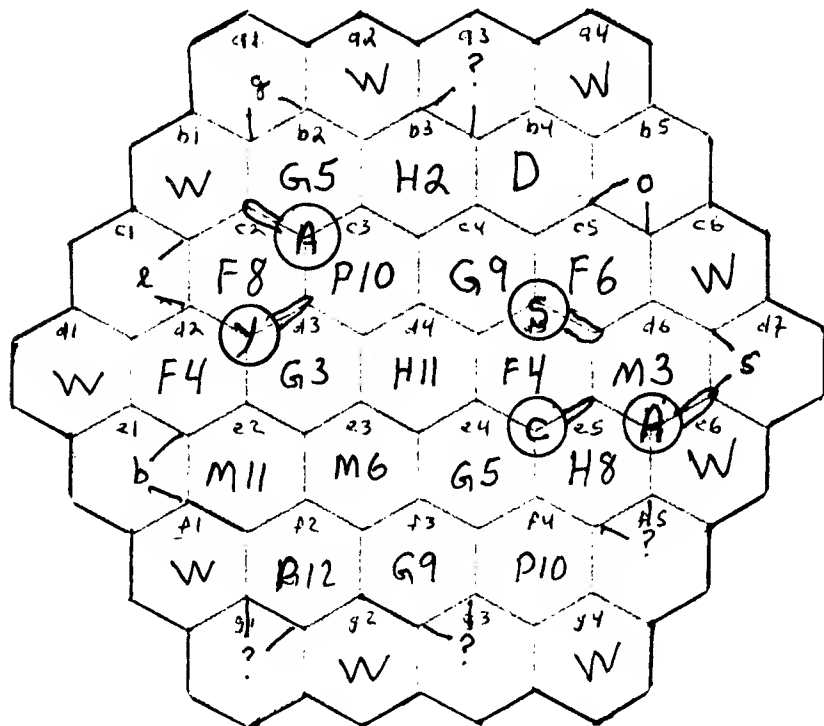
A: Build settlement at d6/e5/e6 and road at d6/e6. Collect brick & ore.

S: Build settlement at ??/??/?? and road at ??/?. Collect ...

Assets: (the Robber is at b4)

	brick	grain	lumber	ore	sheep	Knights	cards	VP	other
A	1	0	0	1	0	0	0	2	--

Transcript and map are posted on the website.



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## PUERTO RICO

Back to the Island!

Turn 1

Butitta: Indigo(.). 3d.

York: Indigo(.). 3d.

Fisher: Corn(.). 3d.

Martin: Corn(.). 3d.

AVAILABLE BUILDINGS: All

AVAILABLE PLANTATIONS: Coffee, Indigo, Quarry(x8), Sugar(x2), Tobacco.

AVAILABLE ROLES: Builder, Captain, Craftsman, Mayor, Prospector, Settler, Trader

COLONY SHIP: 4 colonists

SHIPS: 5-ship, 6-ship, 7-ship

STOCK: 100 VP, 75 colonists, 9 coffee, 10 corn, 12 indigo, 11 sugar, 9 tobacco

Governor Butitta chooses **Builder**, builds Sm Market (1 cr). York builds Sm Indigo (1d). Fisher builds Sm Market (1d). Martin ...

### STATUS:

Butitta: GOV, Builder, Sm Market(.). Indigo(.). 3d.

York: SM Indigo, Indigo(.). 2d.

Fisher: Corn(.). Sm Market(.). 2d.

Martin: Corn(.). 3d.

AVAILABLE BUILDINGS: All but Sm Market

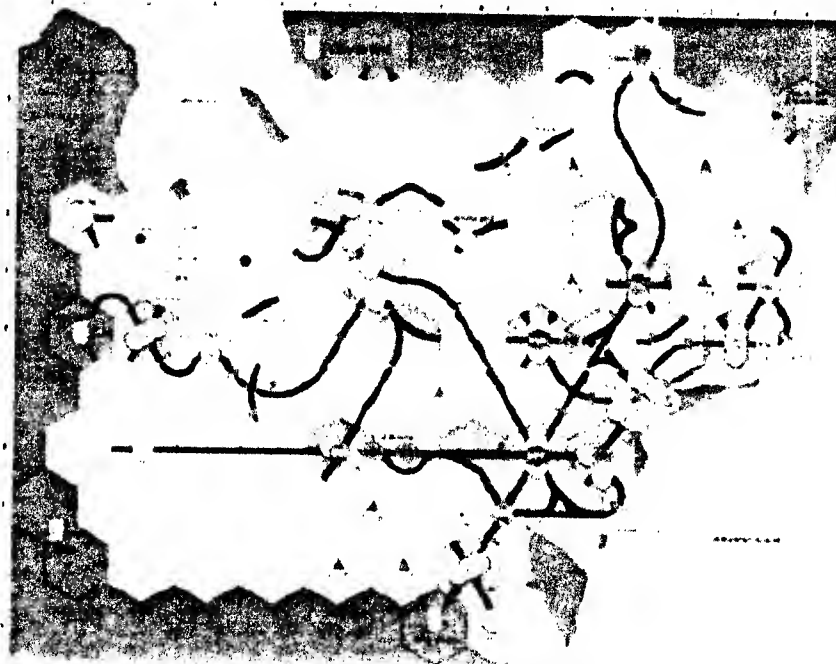
AVAILABLE PLANTATIONS: Coffee, Indigo, Quarry(x8), Sugar(x2), Tobacco.

AVAILABLE ROLES: Captain, Craftsman, Mayor, Prospector, Settler, Trader

COLONY SHIP: 4 colonists

SHIPS: 5-ship, 6-ship, 7-ship

STOCK: 100 VP, 75 colonists, 9 coffee, 10 corn, 12 indigo, 11 sugar, 9 tobacco



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## ON DECK

1836: Hanna, Zieske  
 1856: Hanna, Frueh, Zieske  
**AGE OF RENAISSANCE:** Copeland  
**BALKAN WARS:** K Wilson, Dave A  
**BRITANNIA:** Zieske, Copeland, Dave A (need 1 more)  
**COLONIAL DIP:** Buchdorf (need 6 more)  
**DUNE:** K Wilson, Martin, Dave A (want 2-4 more)  
**GUNSLINGER:** Scott, Fowble, R Fisher; need 4 or 5 more  
**HISTORY OF THE WORLD I:** Zodda, Dave A (need 4-5 more)  
**LIFT-OFF!** York, Dave Anderson  
**MACHIAVELLI:** Nichols, Dave A, (need 2-6 more)  
**MAGIC REALM:** Butitta, Deb A (need 4-8 more)  
**MERCHANT OF VENUS:** R Fisher, Deb A, Dowrey (need 1-3 more)  
**RUSSIAN CIVIL WAR:** Scott, Martin  
**SAMURAI (AH):** Copeland  
**SILVERTON:** Zieske, Deb A, Nichols (need 1-3 more)

**OTHER POSSIBILITIES:** 1829 (N OR S), 4000 AD, AIR BARON, ATTIKA, CIRCUS IMPERIUM, CIRCUS MINIMUS, DOWN WITH THE KING, EVO, GODSFIRE, KAMAKURA, KREMLIN, MONSTERS RAVAGE AMERICA, PLANET MINERS, SAMURAI, STELLAR CONQUEST, TITAN.

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\*\*\*\*\*  
 DEADLINE FOR MOST GAMES IS 1800 CENTRAL TIME 7 Aug 06  
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## The Bottom Line

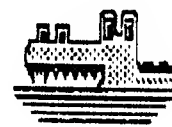
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## Source of the Nile

Turn 51



## The Cast:

Brad Martin  
 Andrew York

Jason Bargender  
 Don Chinnery

D&D Anderson

**Published:** DD12 (lake, +79 acres), DD11 (lake, +75 acres), CC11 (lake, +88 acres), AA13 (veldt, river from 1 and 4 to 2), Z14 (veldt, river from 5 to 4, cataract, waterfall is 350 feet), Z13 (veldt, river from 1 to 2), G3 (jungle, river from 1 to 5), F3 (jungle, river from 1 and 3 to 4), E4 (jungle, river from 6 and 4 to 4), D3 (lake +38 acres), G4 (jungle, river starts and runs to 6), G24 (jungle, river from 3 to 6), H24 (swamp), G22 (mountain, river begins and extends to 4), H21 (desert, river from 1 to 3, oasis), I22 (veldt, river from 6 to 3), J19 (swamp), J18 (veldt), K18 (veldt), P2 (swamp), O4 (lake, +21 acres), N4 (lake, +33 acres), FF8 (mountain, river from 6 to 5, cataract), FF7 (jungle/swamp), EE8 (jungle/swamp), EE9 (mountain, river from 3 to 1, 65 foot waterfall), DD8 (jungle/swamp), GG5 (veldt, river to 1), FF5 (veldt, river from 4 to 1), EE6 (desert, river from 4 to 1), DD6 (veldt, river from 4 to 2, 85 ft waterfall), DD7 (jungle/swamp), CC6 (veldt), BB6 (veldt, river to 5), BB5 (mountain, river from 2 to 4 and 5), CC4 (desert, river to 4), DD3 (swamp), CC5 (desert), DD10 (lake, +32 acres), DD9 (lake, +56 acres), CC10 (veldt), CC9 (jungle, river begins and flows to 1), BB10 (jungle, river from 4 to 1), AA11 (jungle, river from 4 to 1), AA12 (veldt), Z12 (veldt, river 4 to 5), CC12 (lake), F4 (veldt, river 3 to 5), G5 (swamp), F5 (desert, river to 4), U3 (jungle), U4 (veldt), V5 (jungle, river from 1 to 3), W6 (jungle, river from 6 to 2), V6 (jungle), U6 (jungle, river from 5 to 1), U7 (jungle, river to 3), H19 (swamp), F22 (desert, oasis).

Positions still available for fearless explorers. Contact Alan Bargender if interested.

## STELLAR CONQUEST

**Kurzon Dax:** Still awaiting orders for Turn 38 combat and adjustments to Turns 39-40 movement. Game ends after Turn 44 combat.